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Vicovaro

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Witcher TTRPG Homebrew Collecti

Type Vassal Duchy

"The Duchy of Vicovaro is a beautiful,
warm anomaly within the Nilfgaardian Empire. Unlike the rigid, stoic heartland of the Lower Alba, Vicovaro is a land of expressive hospitality, vibrant coffee culture, and unyielding loyalty. Having voluntarily submitted to the Empire in 1216 AR to avoid the destruction that befell their neighbor Etolia, they secured a highly prestigious vassal status. Today, they are an economic and intellectual powerhouse, boasting absolute literacy, mastercrafted medical ingenuity, and a society that remembers the ancient Imperium."

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Vicovaro at a Glance

Region Details	
Status	Vassal State of the Nilfgaardian Empire

Borders	Ruach (Northeast), Rowan (Southeast), Ymlac & Lower Alba (Southwest).
Capital	City of Vicovaro
Ruler	The Ducal Dynasty (Myec Varius Family).
Language	Nilfgaardian (Vicovarian dialect), Northern Common, Neo-Scholar's Language.
Religion	The Cult of the Great Sun (syncretized with ancient deities like Tellus and Lux Aeterna).
Demographics	~1.5 million people (93% native Vicovarian, 7% minorities including Dyffrans, Hatarians, and Nordlings).
Primary Exports	Mandrake root, medical expertise, olive oil, silver fox furs, citrus, and chocolate confections.

The Land & Climate

Geography & Climate

A temperate humid-dry climate defined by rolling, fertile hills, shallow depressions, and seasonal lakes. Summers are warm and sunny (20°C to 26°C), while winters are mild but damp. The landscape is fed by navigable tributaries of the Alba River, allowing for deep inland ports.

Natural Resources & Agriculture

Vicovaro directly competes with Ymlac as the premier producer of Mandrake root. The warm climate allows for the cultivation of exotic goods: fingered citron, cherimoya, persimmons, and olives. Forestry is scarce, and mining is limited to metamorphic rocks (quartzite, schist, slate).

Fauna

Unlike the traditional livestock of the North, Vicovaro relies heavily on domestic

turkeys, rabbits, and domesticated silver foxes (bred for their fur). For labor and transport, they utilize the short-haired llama—a pack animal selectively bred from wild mountain stock—and the "noisy grazer," a long-necked, camel-like beast of burden.

Rural Estates

Rural Vicovaro is dominated by meticulously managed agricultural estates and sprawling plantations. These are marvels of agricultural efficiency. Instead of the disorganized, weather-dependent farming of the North, Vicovaran estates utilize regimented grid layouts irrigated by advanced stone aqueduct networks. Heavy labor is performed by penal laborers—criminals and Northern POWs working through their mandated 10-to-15-year rehabilitative sentences. Massive stone gristmills, terraced vineyards, and fortress-like storehouses dot the landscape, running like well-oiled machines to ensure the Duchy meets its demanding production quotas.

Urban Centers

Cities and towns are impeccably clean, meticulously planned, and heavily guarded. Distinctive Vicovaran architecture dominates the skyline, constructed from *Opus Caementicium Nigrum*—a highly durable, dark imperial concrete. To combat the summer heat, homes feature large, shuttered windows and interior courtyards designed to pull cooling air currents through the rooms. Alongside these comfortable, vaulted buildings, elegant arches and advanced aqueduct systems are built to project strength, order, and permanence.

Society & Culture

Vicovaro features a semi-mobile, near-egalitarian social structure divided into *ossis* (upper), *musculus* (middle), and *pellis* (lower) classes. The age of majority is 17. Due to strict state-sponsored education, the Duchy boasts a **100% literacy rate**, even among the penal classes.

Daily Life & Values

Vicovarians are famous for their warmth, candor, and hospitality, contrasting sharply with the cold stoicism of the imperial core. Conversations are animated

and embraces are common. They are shrewd negotiators and fiercely loyal; a common imperial proverb states, *"If you find a Vicovarian mercenary, it is no true Vicovarian."*

Diet & Dining

The diet is incredibly diverse due to cheap shipping. Meals revolve around "table talk" culture. They heavily consume coffee, chocolate, exotic fruits, and Vicovarian wine (famous for its green hue).

Fashion & Appearance

Clothing favors imperial black and white, but heavily incorporates regional accents like moss green, burnt red, and ochre. Hair length dictates status: for women, incredibly long hair is a sign of high nobility. For men, the opposite is true—upper-aristocracy men wear their hair very short and remain clean-shaven. Physically, the average man is 1.70 meters and the average woman is 1.50 meters. A small portion of the population possesses harmless genetic quirks like dual polydactyly or ocular hypertelorism.

Non-Human Relations

Discrimination is practically non-existent. Gnomes are highly integrated into engineering and metallurgy (managing the famous Gnomish Invention Factory). Dwarves are prominent in trade. Only Elves face mild, lingering prejudice due to ancient historical conflicts.

Economy, Law & War

The Economy

Operates on an "impulsivist" model. The state does not mandate production but offers heavy tax incentives for meeting recommended quotas. The Duchy uses a complex internal currency: gold-copper "Suns" (Sunrises, Noons, Sunsets) for standard goods, and white-gold "Moons" for fractional payments.

Law & Justice

The justice system is restorative and retributive. Slavery exists, but it is strictly

punitive. The worst criminals are sentenced to 10–15 years of penal labor. These prisoners are taught to read and write and are generally treated far better than slaves in the Lower Alba, with the goal of eventually reintegrating them into society as productive freedmen. Prostitution is strictly illegal and punishable by death, replaced by a legal gray area of "companions."

Military & Intelligence

Mandatory military service lasts for two years (ages 17 to 19) for all men and female mages. The military is organized into specialized legions. The Ducal High Information Service (the "Duke's Glasses") operates as a highly effective intelligence branch subordinate to Nilfgaardian Military Intelligence.

Magic & Witchers

Because mages held supreme power during the ancient Imperium, magic is highly respected. Magical laws are dictated by the Duke, not a northern Brotherhood, meaning practices like forensic necromancy are completely legal.

- **The Academies:** Vicovaro hosts three major magical institutions: *Thaumaea* (men), *Juturna* (women), and the prestigious *Gweison Haul* (co-ed).
- **The Retiarii:** A unique, quadrangular-structured magical police force that enforces local magical laws.
- **The School of the Fox:** Formed during the "Ten Plagues of Vicovaro" in the 1010s by exiled Wolf and Cat witchers. Operating out of the elven ruins of Burov Mylne, they act as monster hunters, spies, and assassins. They survived a brutal pogrom by Emperor Emhyr (The Nightmare of a Summer Night) and operate with secret ducal funding.

Regional Bestiary & Encounters

The warm climate and ancient ruins host highly unique monsters:

- **Adapted Breeds:** Hill Shaelmaars (surface hunters), semi-terrestrial Ekhidnas, and dormant Vyppers.
- **Endemic Horrors:** The *Badalisc* (a wingless basilisk adapted to hunt goats and llamas), *Biddrinas* (dragon/hydra/crocodile hybrids), *Mist Hags*, and unique intermediate vampires.

- **The Mountains:** The borders harbor Ogroids, Squasces (bobolak-relatives), and Poleviks (green-haired dwarves).

Notable Locations

- **City of Vicovaro:** The capital city, built with dark *Opus Caementicium Nigrum* concrete and vaulted ceilings.
- **The Medical Academy:** Founded in 1328 AR by Emperor Jan Calveit. Its students earned legendary status by fighting a brutal Hepatitis B plague the same year it opened.
    - *Depending on the time your session happens in this might not exist yet*
- **Darn Dyffra:** A powerful palatinate granted to early Nordling/Nilfgaardian settlers, ruled by the Dyffryn family.
- **Gweison Haul:** The primary mage organization and magical academy operating within the Duchy.
- **Burov Mylne:** The ruined, secretive underground fortress of the School of the Fox. *(GM Discretion/Playthrough Dependent)*.

Citizens & Factions of Interest

Nobility & Military

- **Unnamed Duchess:** The official ruler during the late 13th century.
- **Ceallach aep Gruffyd:** A seneschal at the court of Emperor Emhyr var Emreis, the lord of Darn Dyffra, and father to Cahir, Aillil, and Dheran.
- **Cahir Mawr Dyffryn aep Ceallach:** Nilfgaardian intelligence officer from the palatinate of Dyffra. He fiercely insists he is Vicovarian/Dyffran, not a standard Nilfgaardian. He was a member of Geralt's Company who died at the assault of Stygga Castle.
- **Aillil aep Ceallach:** Elder brother of Cahir and a soldier in the Nilfgaardian Army (Died during the Nazair uprising suppression).
- **Dheran aep Ceallach:** Brother of Cahir.

Mages & Scholars

- **Assire var Anahid:** A prominent Vicovarian mage, Cahir's great aunt and a prominent member of the Lodge of Sorceresses.
- **Eishe of Vicovaro:** On-again, off-again court advisor of the Duchy and later the School Mage for the School of the Fox as of 1300 AR. *(Possible NPC in 1272 if early enough, or after 1300 AR).*
- **Flourens Delannoy:** A linguist and historian born roughly 200 years after the events of the core setting. Author of *Fairy Tales and Stories* (also translated as *Tales and Legends*), documenting the era of Geralt of Rivia.

Organizations

- **The Trade Corporation:** Primary merchant and logistical organization.
- **Gweison Haul:** Primary mage organization.
- **The School of the Fox:** A localized Witcher School operating out of Burov Mylne.

Campaign Plot Hooks

- **The Sabotaged Harvest:** A massive imperial vineyard has suddenly withered overnight. The Trade Corporation blames Northern saboteurs, but the local laborers whisper that a coven of hags has tainted the aqueduct reservoir.
- **The Fox's Secret:** A high-ranking Nilfgaardian Intelligence Officer wants a political rival eliminated and tries to forcibly hire a Witcher from the secretive School of the Fox at Burov Mylne to do the dirty work.
- **The Retiarii's Request:** The players are hired by the Retiarii magical police to track down a rogue academic from *Gweison Haul* who is illegally practicing forensic necromancy on recent plague victims to create unpaid agricultural labor.
- **The Fox's Rebirth:** A surviving Witcher from the School of the Fox hires the party to escort a caravan of silver fox furs and coffee to Etolia. The cargo is a front; the wagons contain secret ducal funding meant to rebuild Burov Mylne without drawing the ire of the Emperor.
- **The Moon Counterfeiter:** The local economy is destabilizing. Someone is minting perfect counterfeit white-gold "Moon" coins. The Ducal Intelligence Service suspects a cartel of dwarven merchants, but the trail actually leads to a coven of *Mist Hags* hoarding real silver in the seasonal lakes.

Items native to the region

Vicovaran Cavalry Armor

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The Darn Dyffra Cuirass (Heavy Torso Armor)

"You see these breastplates in the court at Darn Dyffra. Polished black steel inlaid with gold filigree so fine you'd think it was silk. The high nobility of Vicovaro don't just dress to defend their flesh; they dress to remind you that their lineage outlasted the independent kingdoms of the south."

- **SP:** 22
- **EV:** 1 (Tailored flawlessly; counts as 1 point lower than standard heavy plate armor)
- **Enhancement Slots (AE):** 2
- **Weight:** 11 kg
- **Cost:** 950 Crowns
- **Effect: Cavalry Guard.** The rigid, structured design provides exceptional posture and balance in the saddle, granting the wearer a permanent **+1 bonus to Riding and Control checks** while mounted.

Sword

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The Seneschal's Needle (Steel)

"A rigid, thrust-centric estoc favored by the elite cavalry officers of the Duchy. It lacks a traditional cutting edge, tapering instead into a flawless, diamond-profile needle of dark steel. Wielded from the back of a charging thoroughbred, it slides through the gaps of a Northern knight's plate armor with cold, clinical precision."

- **Type:** P
- **WA:** +1
- **Availability:** Rare (Sourced only via Vicovaran Military Armories)
- **Damage (DMG):** 4d6+2
- **Reliability (Rel):** 15
- **Hands Required:** 1
- **Range (RNG):** N/A

- **Effect: Armor Piercing, Balanced.**
- **Concealment (Conc):** N/A
- **Enhancements (EN):** 1
- **Weight:** 2 kg
- **Cost:** 850 Crowns

Small Blades

The Academy Scalpel (Dagger)

"Forged in the shadow of the Medical Academy, this heavy, leaf-bladed dagger looks more like an anatomical tool than a weapon of war. The steel is alchemically treated to resist staining, staying pristine even after digging into infected tissue or monster hide. It is perfectly balanced for locating a target's arterial sweet spots."

- **Type:** S/P
- **WA:** +2
- **Availability:** Rare (Exclusive to the Vicovaro Medical Academy)
- **Damage (DMG):** 2d6
- **Reliability (Rel):** 10
- **Hands Required:** 1
- **Range (RNG):** N/A
- **Effect: Concealment, Injector.** (Can be loaded with 1 vial of medicine, poison, or an alchemical elixir as an action. When it deals damage, it injects the fluid directly into the wound, increasing the DC to shake off a poison by +2 or increasing a beneficial elixir's duration by 2 rounds).
- **Concealment (Conc):** S
- **Enhancements (EN):** 1
- **Weight:** 0.5 kg
- **Cost:** 480 Crowns

Advanced Medical Supplies & Flora

The regimented plantations of Vicovaro do not rely on wild foraging. They selectively breed and mass-produce flora for the war effort, while the Medical Academy pioneers tools to keep Imperial soldiers marching.

Vicovaran Sun-Root (Flora / Alchemical Substance)

"You won't find this growing in the wild. The agricultural seneschals cross-bred standard mandrake with southern desert-scrub for decades. The result is a thick, golden tuber that thrives in the Duchy's sun-drenched, aqueduct-fed terraces. It is the lifeblood of the Imperial medical corps."

- **Alchemical Substance:** Counts as 2 units of *Vitriol*.
- **Availability:** Common (in Vicovaro) / Rare (in the North)
- **Weight:** 0.1 kg
- **Cost:** 45 Crowns
- **Effect:** A highly potent medical catalyst. If an Alchemist uses Sun-Root as the primary Vitriol source when brewing a healing potion (such as White Raffard's Decoction or a Swallow potion), the resulting mixture is vastly improved. The potion heals an additional **+5 HP** over its duration.

Tool Kit

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The Academy Surgeon's Kit

"Northern medics hack off limbs with rusty wood-saws and pray to Melitele. A Vicovaran field surgeon uses silver-lined clamps, precision bone-saws, and alchemically treated silk sutures. It is a work of terrifying, sterile art."

- **Availability:** Rare
- **Weight:** 2.0 kg
- **Cost:** 350 Crowns
- **Effect:** A vastly superior version of the standard Surgeon's Kit. It contains specialized anatomical tools that grant a permanent **+2 bonus to Healing Hands checks** when attempting to stabilize or treat Critical Wounds.

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Alchemical Cauterizer (Medical Gear)

"A brass, syringe-like device loaded with a fast-burning, localized alchemical gel. When a Nilfgaardian cavalryman takes a halberd to the thigh, the medic doesn't have time to stitch the artery. They press this to the flesh and pull the trigger. It seals the wound instantly, leaving a perfectly cauterized, painless burn."

- **Availability:** Rare

- **Weight:** 0.5 kg
- **Cost:** 400 Crowns
- **Effect:** Can be used as an Action to instantly halt the **Bleeding** condition on a target without requiring a First Aid or Healing Hands check. However, the brutal, instantaneous heat deals 1d4 points of lethal damage to the patient. The tool holds enough gel for 5 uses before it must be refilled by an alchemist.

Experimental Alchemical Formulae

The Medical Academy develops groundbreaking, heavily guarded alchemical advancements intended for the Imperial war effort. Their creations are incredibly effective, heavily guarded, and completely indifferent to the long-term health of the user.

Aegis of the Emperor (Mundane Potion)

"Fed to the Vanguard divisions before a massive siege. It is an aggressive, localized paralytic that temporarily severs the brain's connection to its pain receptors. I once saw a Vicovaran officer take a crossbow bolt to the lung, drink a vial of this, and calmly march up the siege ladder as if he'd merely stubbed his toe."

- **Availability:** Rare (Military / Black Market)
- **Toxicity:** 75%
- **Duration:** 10 Rounds
- **Cost:** 150 Crowns
- **Effect:** The imbiber's nervous system goes completely numb. For the duration of the potion, the user **ignores all negative stat penalties from being at or below their Wound Threshold**, and completely ignores the *Staggered* condition.
- **The Catch:** The body still takes the physical trauma, it just doesn't feel it yet. When the potion's duration ends, the suppressed nervous system rebounds violently; the user immediately takes **2d6 non-lethal damage** from the sudden rush of agonizing pain.

Formula: Aegis of the Emperor

- **Alchemy DC:** 18

- **Time:** 1/2 Hour
- **Components:** Vitriol (x2), Aether (x2), Rebis (x1), Numbing Herbs (x3)

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Necrotizing Vapors (Alchemical Bomb)

> *"The Academy denies they ever invented this, claiming it was the work of rogue mages. When tossed into a Northern trench, the glass shatters and releases a heavy, mustard-colored gas. It rapidly liquefies organic tissue—lungs, eyes, and skin—but leaves the enemy's armor, weapons, and fortresses perfectly intact for the Empire to salvage."*

- **Availability:** Rare (Highly Illegal)
- **Type:** Bomb
- **Range:** Athletics (BODY x 2m)
- **Weight:** 0.5 kg
- **Cost:** 250 Crowns
- **Effect:** The bomb bursts in a **4m radius**. The gas bypasses all Armor SP. Any organic, breathing creature caught inside takes **4d6 Poison damage** and must pass a **DC 16 Endurance check** or suffer the *Nauseated* condition for 1d4 rounds as their respiratory tract burns. Because it targets biology, it does absolutely **0 damage to elementa, golems, or structural cover**.

Formula: Necrotizing Vapors

- **Alchemy DC:** 20
- **Time:** 1/2 Hour
- **Components:** Venom (x3), Quebrith (x2), Phosphorus (x2), Ducal Water (x1)
- **Experimental Alchemical Formulae:** The Medical Academy develops "groundbreaking, heavily guarded" alchemical advancements intended for the Imperial war effort.

GM Note

This article reflects Vicovaro in 1272 AR during the Third Northern War, the common setting for The Witcher TTRPG. It is intended as a baseline guideline and is open to changes, adjustments, and narrative additions from campaign to campaign.

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